

CLAIM AMENDMENT

What is claimed is:

1. (currently amended) A method of playing a game of chance having a plurality of players, comprising the steps of:

selecting at least one winning number according to a predefined criterion known to players of the game, the predefined criterion based upon a specific sequential number of selection, and the at least one winning number having an award associated therewith;

providing an opportunity for each of a plurality of players to request at least one number from a series of numbers including the at least one winning number, wherein each request by a player affects winning odds of the plurality of players;

issuing at least one number to each ~~requesting~~ player ~~of the plurality~~ in substantially an order of request time, each of the at least one number issued being different from any other number issued; and

~~making paying~~ the award to ~~the a~~ player ~~of the plurality issued~~ with a number ~~from the series of numbers~~ which matches the at least one winning number.

2. (currently amended) The method of claim 1, further comprising the step of selecting the series of numbers, wherein each number differs by a fixed value from a next preceding issued number in the series.

3. (original) The method of claim 2, wherein each number differs from the next preceding issued number in the series by a fixed value of one.

4. (currently amended) The method of claim 1, wherein each issued number is greater than ~~[[the]]~~ a next preceding issued number.

5. (currently amended) The method of claim 1, wherein each issued number is lesser than ~~[[the]]~~ a next preceding issued number.

6. (currently amended) The method of claim 1, further comprising the step of enabling each player to wager a monetary sum to initiate the request for the at least one number.

7. (currently amended) The method of claim 6, further comprising the step of enabling each player to wager different monetary sums to initiate the request for the at least one number.
8. (currently amended) The method of claim 6, further comprising the step of enabling each player to wager a multiple of a unit monetary sum and request a plurality of numbers from the series.
9. (currently amended) The method of claim 8, further comprising the step of enabling each player to request a plurality of consecutive numbers from the series of numbers responsive to ~~the~~ wager of wagering the multiple of the unit monetary sum.
10. (currently amended) The method of claim 8, further comprising the step of enabling each player to request a plurality of nonconsecutive numbers from the series responsive to ~~the wager~~ of wagering the multiple of the unit monetary sum.
11. (previously amended) The method of claim 10, wherein the plurality of nonconsecutive numbers comprises numbers randomly selected from the series.
12. (currently amended) The method of claim 1, wherein the at least one winning number comprises a plurality of winning numbers, and further comprising the step of selecting winning numbers ~~of the plurality~~ to occur at intervals in the series.
13. (currently amended) The method of claim 12, further comprising the step of associating an award of equal value with each of the winning numbers ~~of the plurality~~.
14. (currently amended) The method of claim 12, further comprising the step of associating awards of differing value with at least some of the winning numbers ~~of the plurality~~.
15. (currently amended) The method of claim 14, further comprising the step of selecting magnitudes of the awards of differing value according to a multitiered scheme, wherein the

winning numbers of a category occurring in the series more frequently have awards of lesser value associated therewith.

16. (currently amended) The method of claim 15, further comprising the step of selecting the magnitudes of the awards of differing values in relation to a frequency of occurrence in the series of the winning numbers of a respective category.

17. (currently amended) The method of claim 16, further comprising the step of selecting an award magnitude greater than any other award magnitude associated with a winning number for a winning number occurring only once in the series.

18. (currently amended) The method of claim 12, further comprising the step of selecting the intervals to be regular intervals.

19. (currently amended) The method of claim 1, further comprising the step of administering the game of chance over a distributed network ~~comprising~~ that includes a plurality of game terminals, each game terminal having a communication link associable therewith.

20. (currently amended) The method of claim 19, further comprising the step of enabling each player to play the game of chance via personal access to a game terminal.

21. (currently amended) The method of claim 19, further comprising the step of enabling each player to play the game of chance at a game terminal accessed by another person on the player's behalf.

22. (currently amended) The method of claim 19, wherein ~~[[the]]~~ an order request time is determined as the time of placement of ~~[[the]]~~ a request for a number at a game terminal.

23. (currently amended) The method of claim 19, wherein the distributed network further comprising a remote central controller accessible by each game terminal via the communication link associable therewith, and further comprising the steps of making requests for numbers at

game terminals ~~of the plurality~~, transmitting the ~~made~~ requests for numbers from the game terminals ~~of the plurality~~ to the remote central controller and issuing numbers from the remote central controller responsive to the requests received thereat.

24. (currently amended) The method of claim 23, wherein ~~[[the]]~~ an order request time is determined as the time of placement of ~~[[the]]~~ a request for a number at a game terminal.

25. (currently amended) The method of claim 23, further comprising the step of generating at a game terminal at which a request was made at least one tangible manifestation of the request time, the at least one issued number associated with the request time and the at least one winning number responsive to each made request transmitted by the game terminal at which that request was made.

26. (currently amended) A gaming system, comprising:
a plurality of game terminals; and
a central controller accessible by each of the game terminals via a communication link associated therewith, the central controller including a winning criterion known to players of the game, the predefined criterion based upon a specific sequential number of selection;
wherein each game terminal includes:
a device for recording a player wager;
an actuator and circuitry ~~enabled~~ responsive to recordation of ~~[[the]]~~ a player wager for making a request for at least one number of a series of numbers in association with the recorded player wager and a moment in time and transmitting the request to the central controller via the associated communication link; and
wherein the central controller includes a circuitry for
receiving requests for numbers via the communication links from each of the game terminals ~~of the plurality~~,
comparing the received requests as to order of request time,
issuing at least one number from a series of numbers responsive to each received request in an order based on ~~the moments in~~ a time associated with each of the requests, each received request affecting winning odds of other received requests.

comparing each the at least one issued number to at least one winning number in the series having a monetary award associated therewith, the at least one winning number selected according to the winning criterion and

transmitting ~~at least~~ the at least one issued number via ~~[[a]]~~ the communication link back to a game terminal from which ~~[[the]]~~ a request associated with the at least one issued number was received, each at least one issued number differing from any other issued number.

27. (currently amended) The gaming system of claim 26, wherein each game terminal ~~of the plurality~~ includes a device for generating a tangible manifestation of ~~[[the]]~~ a player wager, the request time associated with the player wager, the at least one issued number and the at least one winning number responsive to receipt of a communication from the central controller including ~~at least~~ the at least one issued number.

28. (currently amended) The gaming system of claim 26, wherein each game terminal ~~of the plurality~~ includes a data display associated therewith for display of information.

29. (currently amended) The gaming system of claim 26, wherein each game terminal ~~of the plurality~~ is configured for acceptance of wagers and making requests for numbers directly from players.

30. (currently amended) The gaming system of claim 26, wherein each game terminal ~~of the plurality~~ is configured for recordation of wagers accepted from players by another person and making requests for numbers by the another person.

31. (original) The gaming system of claim 26, wherein the central controller includes a logic circuit for generating numbers of the series.

32. (previously amended) The gaming system of claim 31, wherein the logic circuit is programmed to issue the numbers from the series, each issued number differing from every other issued number.

33. (previously amended) The gaming system of claim 32, wherein the logic circuit is programmed to issue the numbers from the series mutually differing by a fixed value.
34. (original) The gaming system of claim 33, wherein the fixed value is one.
35. (currently amended) The gaming system of claim 26, wherein the central controller includes a second circuitry for compiling requests in the order of request time in order to effect comparison thereof as to the order of request time.
36. (currently amended) The gaming system of claim 26, wherein the central controller further includes a clock for determining ~~[[the]]~~ a time order of request times received.
37. (currently amended) The gaming system of claim 36, wherein each game terminal includes a clock for associating each request made at the respective game terminal with ~~[[the]]~~ a moment in time.
38. (original) The gaming system of claim 37, further including circuitry of the central controller and circuitry of each of the game terminals for maintaining the clock of the central controller and the clocks of the game terminals in substantial synchronicity.
39. (original) The gaming system of claim 38, wherein the circuitry of the central controller and the circuitry of the game terminals for maintaining the central controller and game terminal clocks in substantial synchronicity is responsive to communications between the central controller and each of the game terminals.
40. (currently amended) The gaming system of claim 38, wherein the request times employed in ~~[[the]] comparing of the request times~~ the received requests are times of requests at the game terminals.
41. (currently amended) The gaming system of claim 26, wherein the at least one winning number ~~comprises~~ includes a plurality of winning numbers and the central controller includes a

circuitry for associating monetary award amounts with the at least one winning ~~numbers~~ number.

42. (original) The gaming system of claim 41, wherein the monetary award amounts include at least some differing award amounts.

43. (currently amended) The gaming system of claim 42, wherein the differing monetary award amounts are related to a relative frequency of occurrence of the at least one winning ~~numbers~~ number associated therewith.

44. (currently amended) The gaming system of claim 26, further comprising a circuitry at each of the game terminals ~~of the plurality~~ configured for enabling each player to wager different monetary sums.

45. (currently amended) The gaming system of claim 44, further comprising a circuitry at each of the game terminals ~~of the plurality~~ configured for enabling each player to wager a multiple of a unit monetary sum and request a plurality of numbers from the series.

46. (original) The gaming system of claim 45, wherein the plurality of numbers comprise consecutive numbers from the series.

47. (previously amended) The gaming system of claim 45, wherein the plurality of numbers comprise nonconsecutive numbers from the series.

48. (original) The gaming system of claim 47, wherein the nonconsecutive numbers comprise numbers randomly selected from the series.

49. (currently amended) A method of playing a game of chance, comprising the steps of:
selecting at least one target time to occur in a future segment of the game of chance and having an award associated therewith;
providing an opportunity for each of a plurality of players to place at least one time entry in a range in time including the at least one target time, each time entry of the at least one time

entry having a value of an actual time it is placed, wherein the at least one target time is selected before the plurality of players placing their respective at least one time entry; and

making the award to a player ~~of the plurality placing~~ who placed a time entry from the range of time which matches the at least one target time.

50. (original) The method of claim 49, wherein a match is defined when the time entry is within a range of time values selected to encompass the at least one target time.

51. (currently amended) The method of claim 49, further comprising the step of enabling each player ~~of the plurality~~ to make a wager to place the at least one time entry.

52. (currently amended) The method of claim 51, further comprising the steps of:
allocating a portion of each wager to an award pool,
paying the portion of each wager accumulated as the award if a match of the time entry to the at least one target time occurs and,
if no match occurs, continuing to accumulate wager portions to be added to already-accumulated wager portions to pay as the award for a time entry matched to another target time later in time.

53. (currently amended) The method of claim 49, further comprising the step of administering the game of chance over a distributed network ~~comprising~~ that includes a plurality of game terminals, each game terminal of the plurality having a communication link associable therewith.

54. (currently amended) The method of claim 53, further comprising the step of enabling each player to play the game via personal access to a game terminal.

55. (currently amended) The method of claim 53, further comprising a remote central controller accessible by each game terminal via the communication link associable therewith, and further comprising the steps of:
placing time entries at game terminals ~~of the plurality,~~

transmitting the placed time entries from game terminals ~~of the plurality~~ to the remote central controller and

comparing the placed time entries with the at least one target time at the remote central controller.

56. (currently amended) The method of claim 53, further comprising the step of generating at a game terminal at which the time entry is placed at least one tangible manifestation of a request time, the at least one time entry and the at least one target time responsive to each time entry placed transmitted by the game terminal at which that time entry was placed.

57. (currently amended) A gaming system, comprising:

a plurality of game terminals; and

a central controller accessible by each of the game terminals of the plurality via a communication link associated therewith;

wherein each game terminal includes:

a device for recording a player wager;

an actuator and circuitry ~~enabled~~ responsive to recordation of the player wager for placing a time entry in association with the recorded player wager and a moment in time and transmitting the placed time entry to the central controller via the associated communication link; and

wherein the central controller includes a circuitry for receiving time entries via the communication links from game terminals of the plurality and comparing the time entries to at least one target time having a monetary award associated therewith.

58. (original) The gaming system of claim 57, wherein each game terminal includes a device for generating a tangible manifestation of the wager, the time entry associated with the wager and the at least one target time.

59. (previously amended) The gaming system of claim 57, wherein each game terminal of the plurality includes a data display associated therewith for display of information.

60. (currently amended) The gaming system of claim 57, wherein each game terminal ~~of the plurality~~ is configured for acceptance of wagers and making requests for numbers directly from players.

61. (currently amended) The gaming system of claim 57, wherein each game terminal ~~of the plurality~~ includes a clock for associating each time entry placed at a respective game terminal with the moment in time such time entry was placed.

62. (original) The gaming system of claim 57, wherein the central controller includes a clock, and further including circuitry of the central controller and circuitry of each of the game terminals for maintaining a clock of the central controller and the clocks of the game terminals in substantial synchronicity.

63. (previously amended) The gaming system of claim 62, wherein the circuitry of the central controller and the circuitry of the game terminals for maintaining the central controller and the game terminal clocks in substantial synchronicity is responsive to communications between the central controller and each of the game terminals.

64. (currently amended) The gaming system of claim 57, wherein ~~the at least one target time comprises a plurality of target times and~~ the central controller includes a circuitry for associating monetary award amounts with the target times.

65. (original) The gaming system of claim 64, wherein the monetary award amounts include at least some differing award amounts.

66. (original) The gaming system of claim 65, wherein the differing monetary award amounts are related to a relative frequency of occurrence of target times associated therewith.

67. (currently amended) The gaming system of claim 57, further ~~comprising~~ each game terminal further including a circuitry at each game terminal of the plurality configured for enabling each player to wager different monetary sums.

68. (currently amended) The gaming system of claim 67, further comprising each game terminal further including a circuitry at each game terminal of the plurality configured for enabling each player to wager a multiple of a unit monetary sum and place a plurality of time entries.